

FIG.1

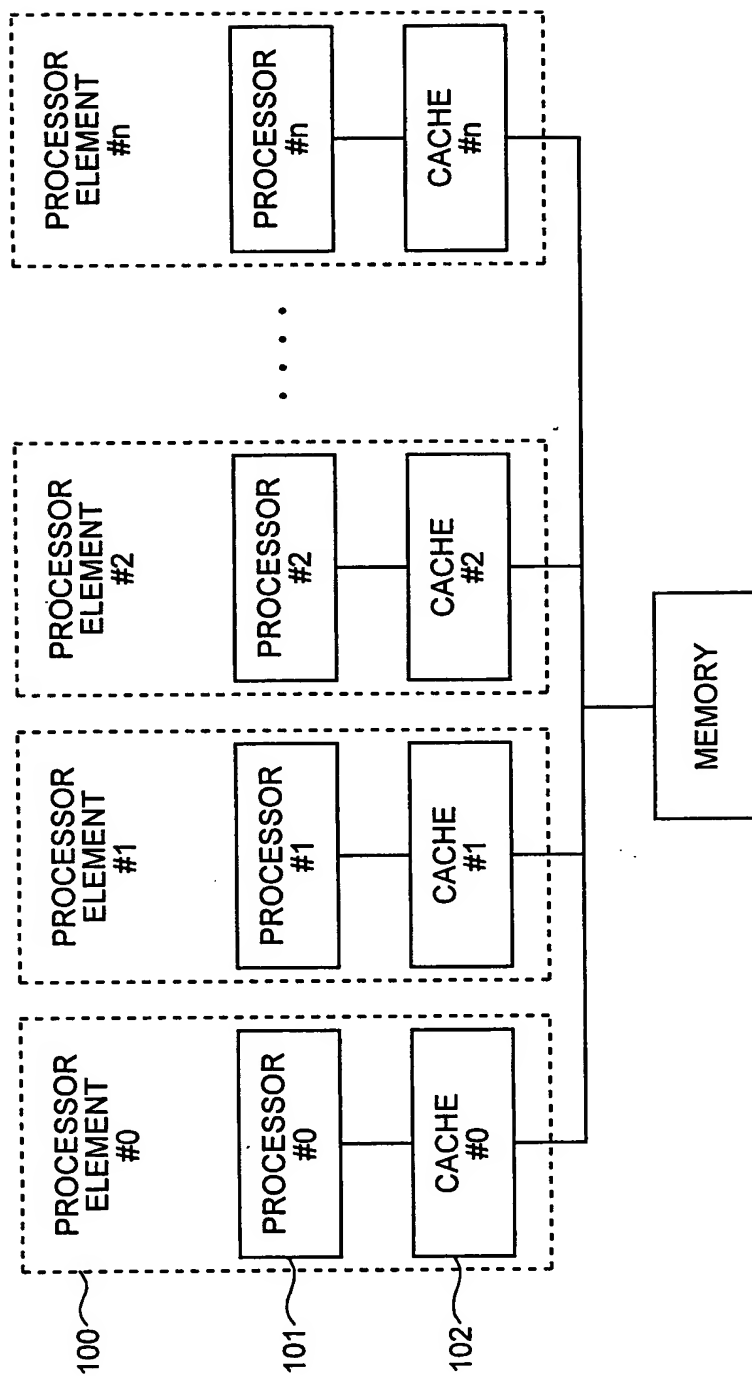


FIG.2

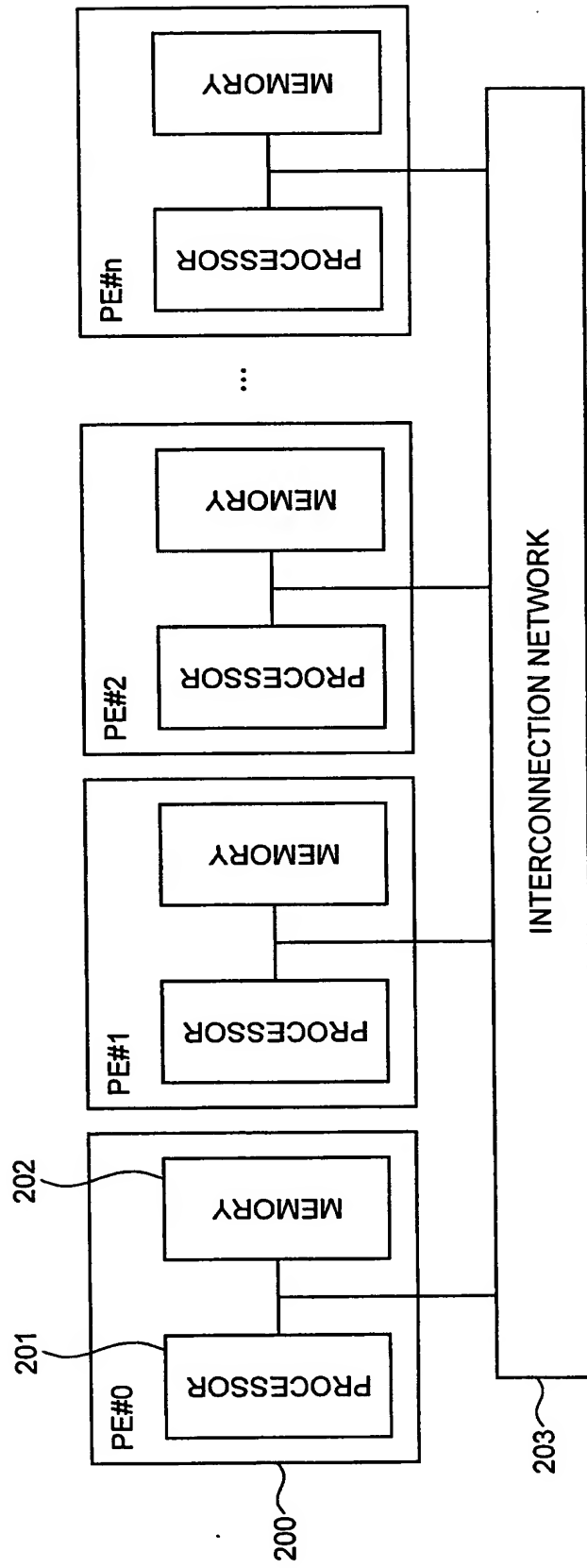
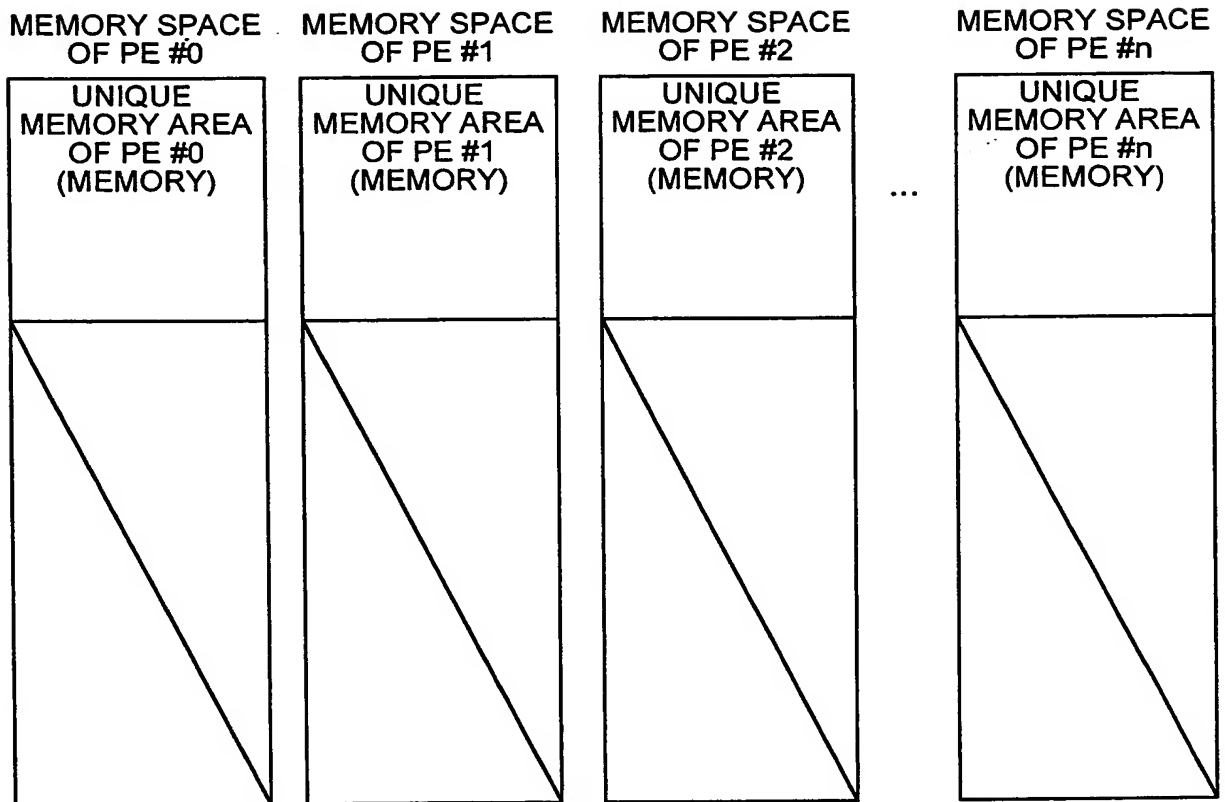


FIG.3



## FIG.4

```

#include <stdio.h>
#include <string.h>
#include "mpi.h"

int
main(int argc, char * * argv)
{
    int my_rank; /* RANK OF CURRENT PROCESS */
    int source; /* RANK OF TRANSMISSION PROCESS */
    int dest; /* RANK OF RECEIVING PROCESS */
    int tag=0; /* MESSAGE TAG */
    char message[100]; /* STORAGE PLACE OF MESSAGE */
    MPI_Status status; /* RETURN STATUS OF RECEPTION */

    /* MPI START UP */
    MPI_Init (&argc, argv) ;

    /* REQUEST RANK OF CURRENT PROCESS */
    MPI_Comm_rank (MPI_COMM_WORLD, &my_rank) ;

    if (my_rank != 0) {
        /* MESSAGE CREATION */
        sprintf (message, "Greentings from process %d\n", my_rank) ;
        dest=0 ;
        /* USE strlen+1 as 0 is also sent */
        MPI_Send (message, strlen (message)+1, MPI_CHAR, dest, tag,
        MPI_COMM_WORLD) ;
    } else {
        source=1;
        MPI_Recv (message, sizeof(message), MPI_CHAR, source, tag,
        MPI_COMM_WORLD, &status) ;
        printf ("%s\n", message) ;
    }

    /* MPI SHUT DOWN */
    MPI_Finalize () ;
    return 0 ;
}

```

FIG.5

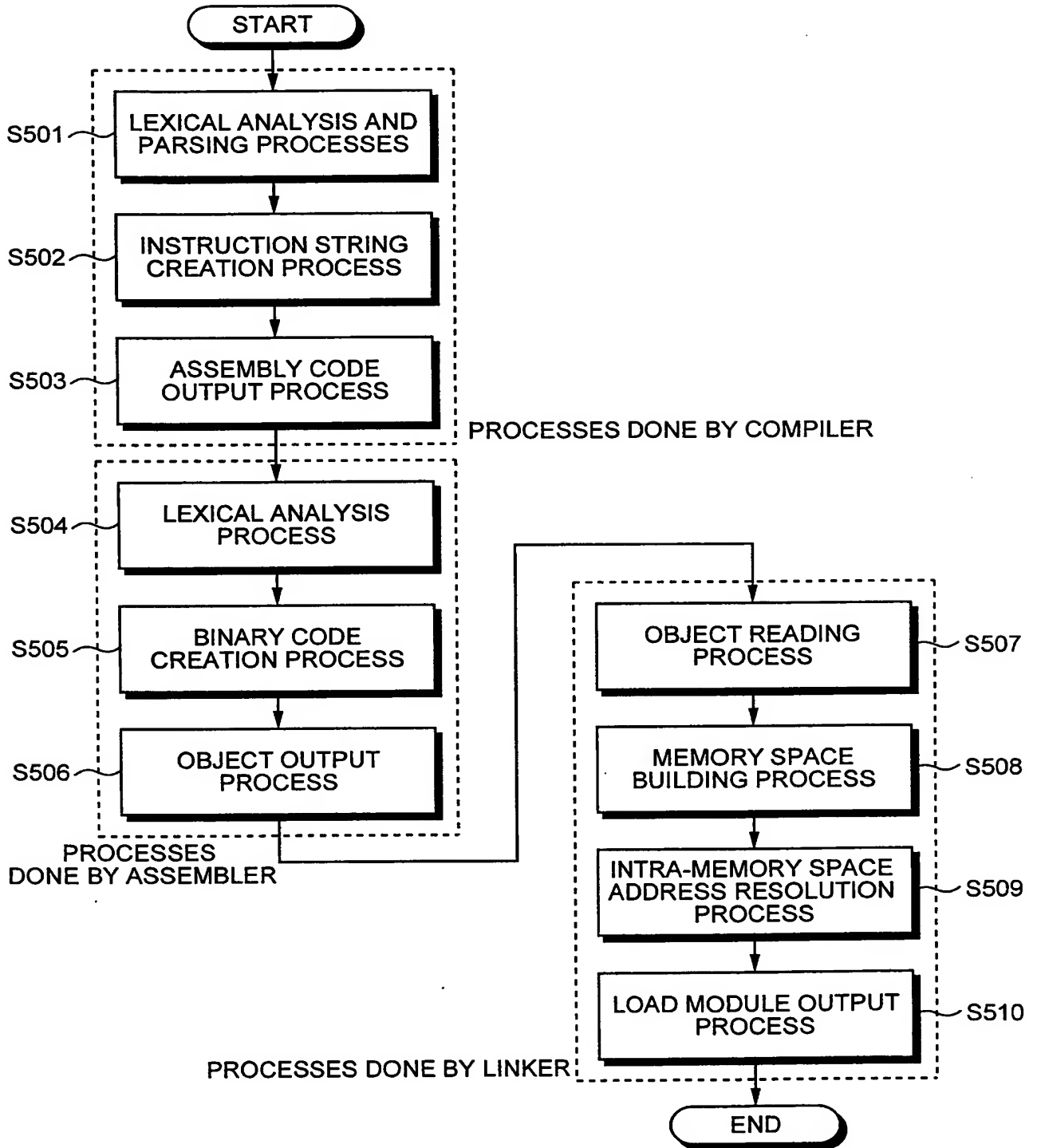


FIG.6

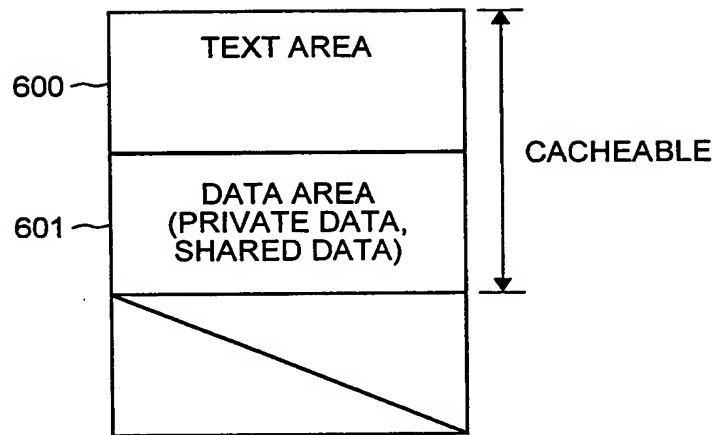


FIG.7

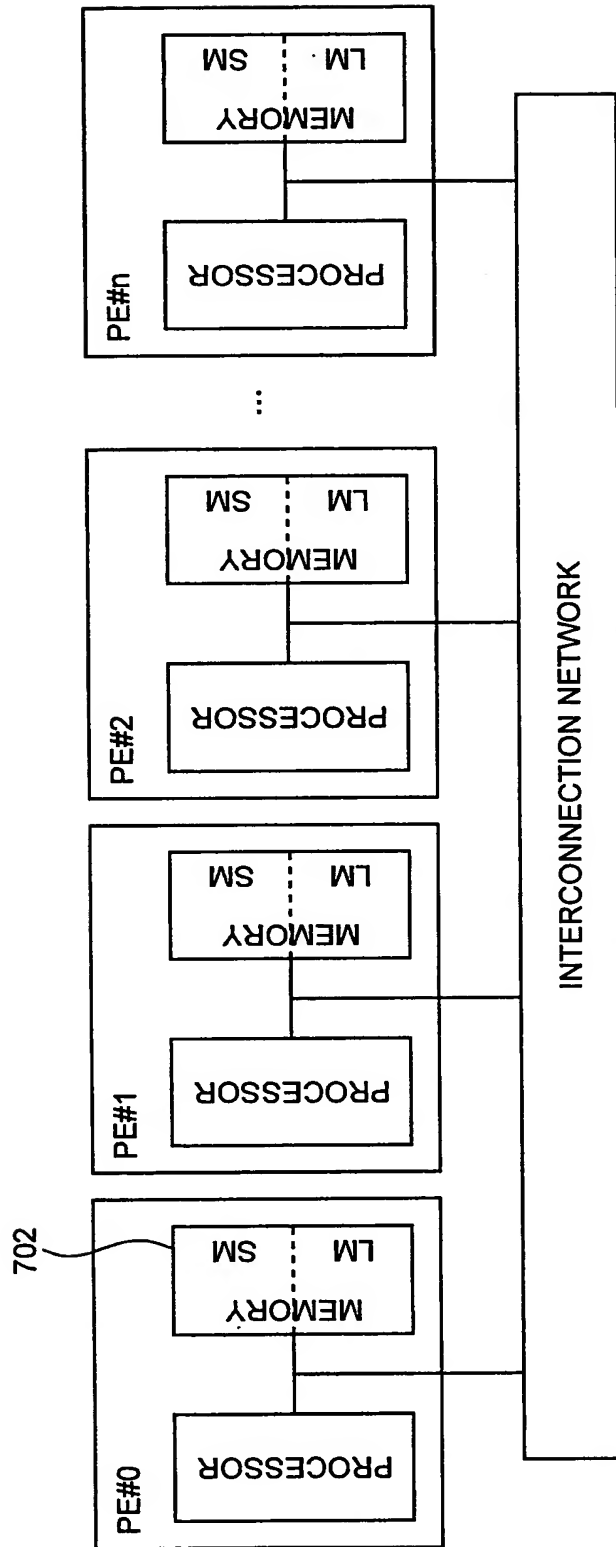


FIG.8

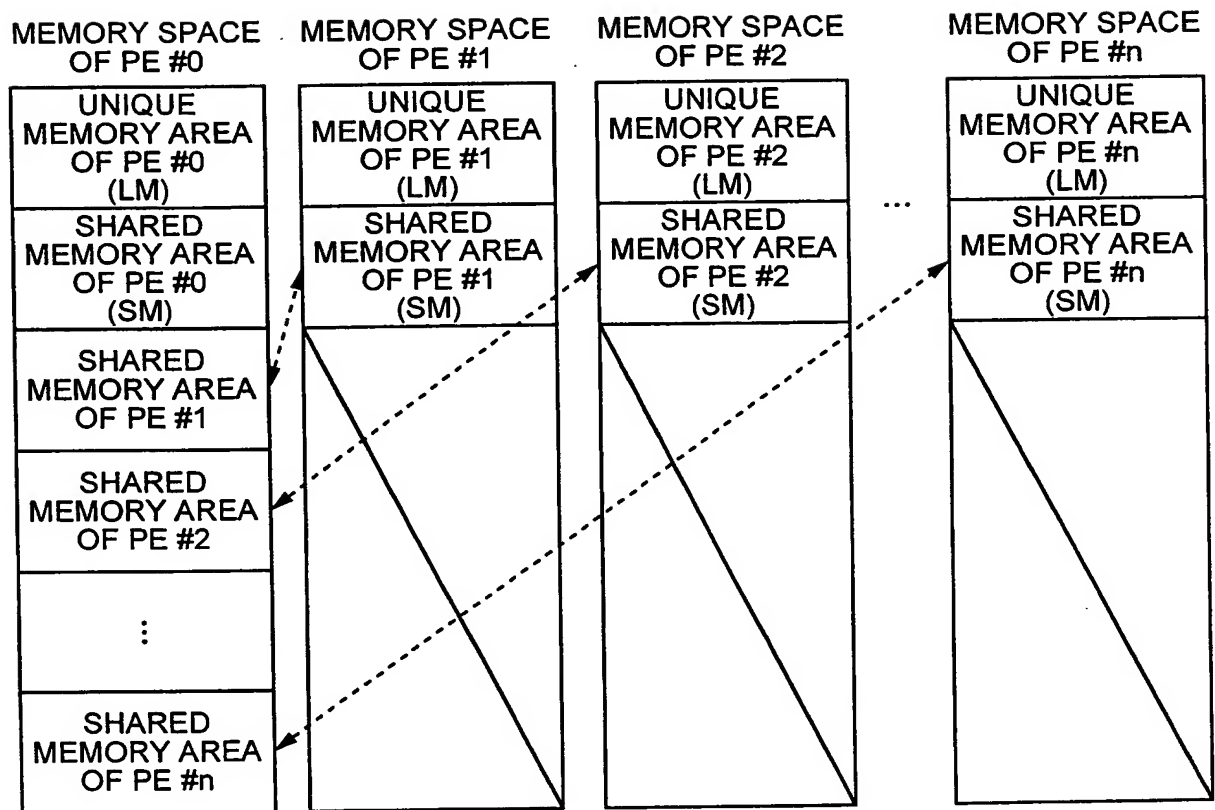




FIG.9

```

#include <stdio.h>
#include <string.h>
#include "mpi.h"

int
main(int argc, char * * argv)
{
    int my_rank; /* RANK OF CURRENT PROCESS */
    int source; /* RANK OF TRANSMISSION PROCESS */
    int tag=0; /* MESSAGE TAG */
    char message[100]; /* STORAGE PLACE OF MESSAGE */
    MPI_Status status; /* RETURN STATUS OF RECEPTION */

    /* MPI START UP */
    MPI_Init (&argc, argv) ;

    /* REQUEST RANK OF CURRENT PROCESS */
    MPI_Comm_rank (MPI_COMM_WORLD, &my_rank) ;

    source=1;
    MPI_Recv (message, sizeof(message), MPI_CHAR, source, tag,
    MPI_COMM_WORLD, &status) ;
    printf ("%s\n", message) ;

    /* MPI SHUT DOWN */
    MPI_Finalize () ;
    return 0 ;
}

```

## FIG.10

```

#include <stdio.h>
#include <string.h>
#include "mpi.h"

int
main(int argc, char **argv)
{
    int my_rank; /* RANK OF CURRENT PROCESS */
    int dest; /* RANK OF RECEIVING PROCESS */
    int tag=0; /* MESSAGE TAG */
    char message[100]; /* STORAGE PLACE OF MESSAGE */

    /* MPI START UP */
    MPI_Init (&argc, argv) ;

    /* REQUEST RANK OF CURRENT PROCESS */
    MPI_Comm_rank (MPI_COMM_WORLD, &my_rank) ;

    /* MESSAGE CREATION */
    sprintf (message, "Greentings from process %d\n", my_rank) ;
    dest=0 ;
    /* '\0' USE strlen +1 as 0 is also sent */
    MPI_Send (message, strlen (message)+1, MPI_CHAR, dest, tag,
    MPI_COMM_WORLD) ;

    /* MPI SHUT DOWN */
    MPI_Finalize () ;
    return 0 ;
}

```

FIG.11

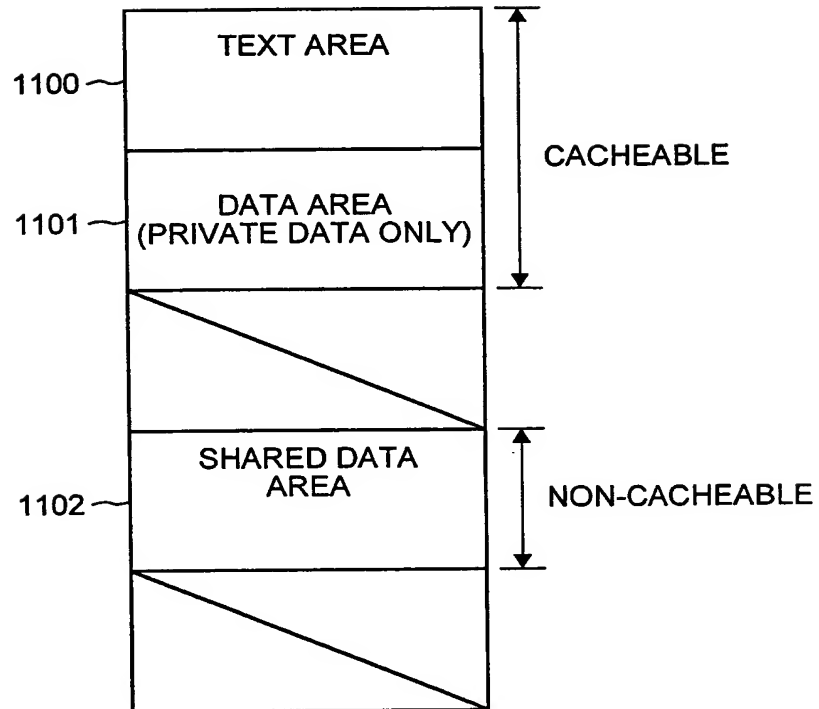


FIG.12

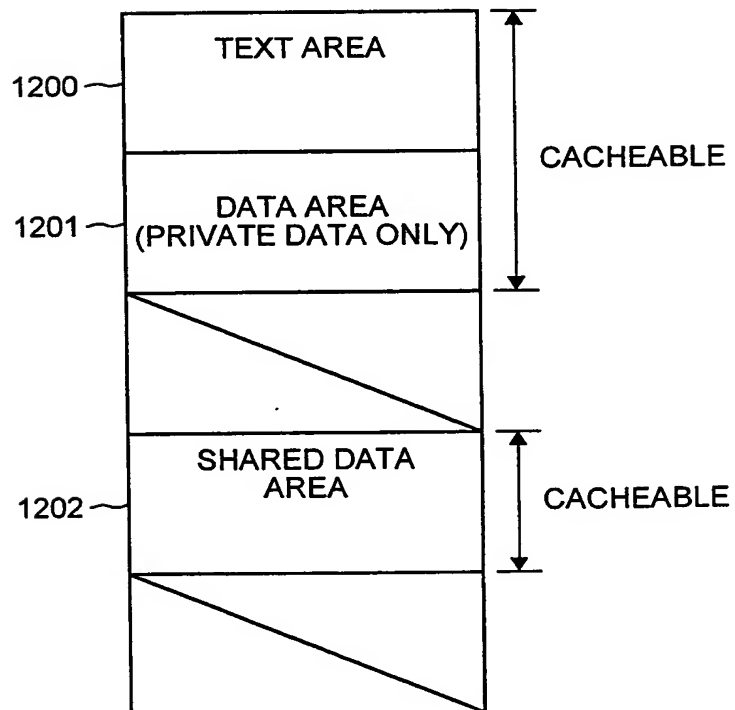


FIG.13

```
int input;  
int output;  
extern int in;  
extern int out;  
  
void  
Th0(void)  
{  
    MOVE(&in, &input, sizeof (in));    /* Th0-1 */  
    START(1."Th1");                    /* Th0-2 */  
    MOVE(&output, &out, sizeof (output)); /* Th0-3 */  
}
```

FIG.14

```
int in;  
int out;  
  
void  
Th1(void)  
{  
    extern void f1(int *, int *);  
  
    f1(&in, &out);    /* Th1-1 */  
}
```

FIG.15

	MEMORY SPACE OF PE #0		MEMORY SPACE OF PE #1	
	ADDRESS	CONTENTS	ADDRESS	CONTENTS
TEXT AREA	0x0000	void Th0(void) { MOVE(0x3000, 0x1000, sizeof(in)) ; START(1."Th1") ; MOVE(0x1004, 0x3004, sizeof(output)) ; }	0x0000	void Th1(void) { f1(0x2000, 0x2004); }
				void f1(int *in, int, *out) { : : : }
DATA AREA	0x1000	int input;	0x1000	
	0x1004	int output;		
SHARED DATA AREA #0	0x2000			
SHARED DATA AREA #1	0x3000	int in;	0x2000	int in;
	0x3004	int out;	0x2004	int out;

FIG.16

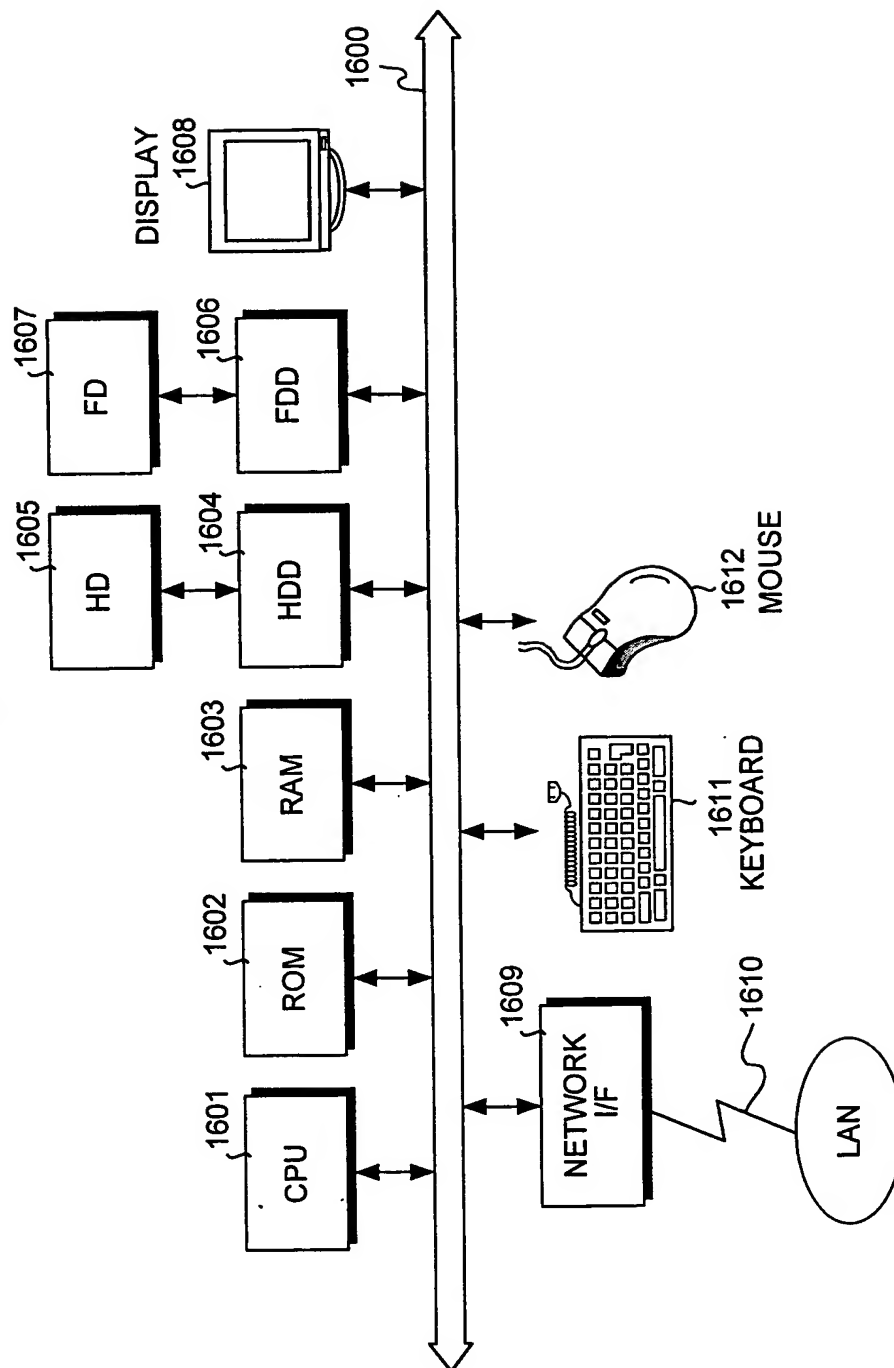


FIG.17

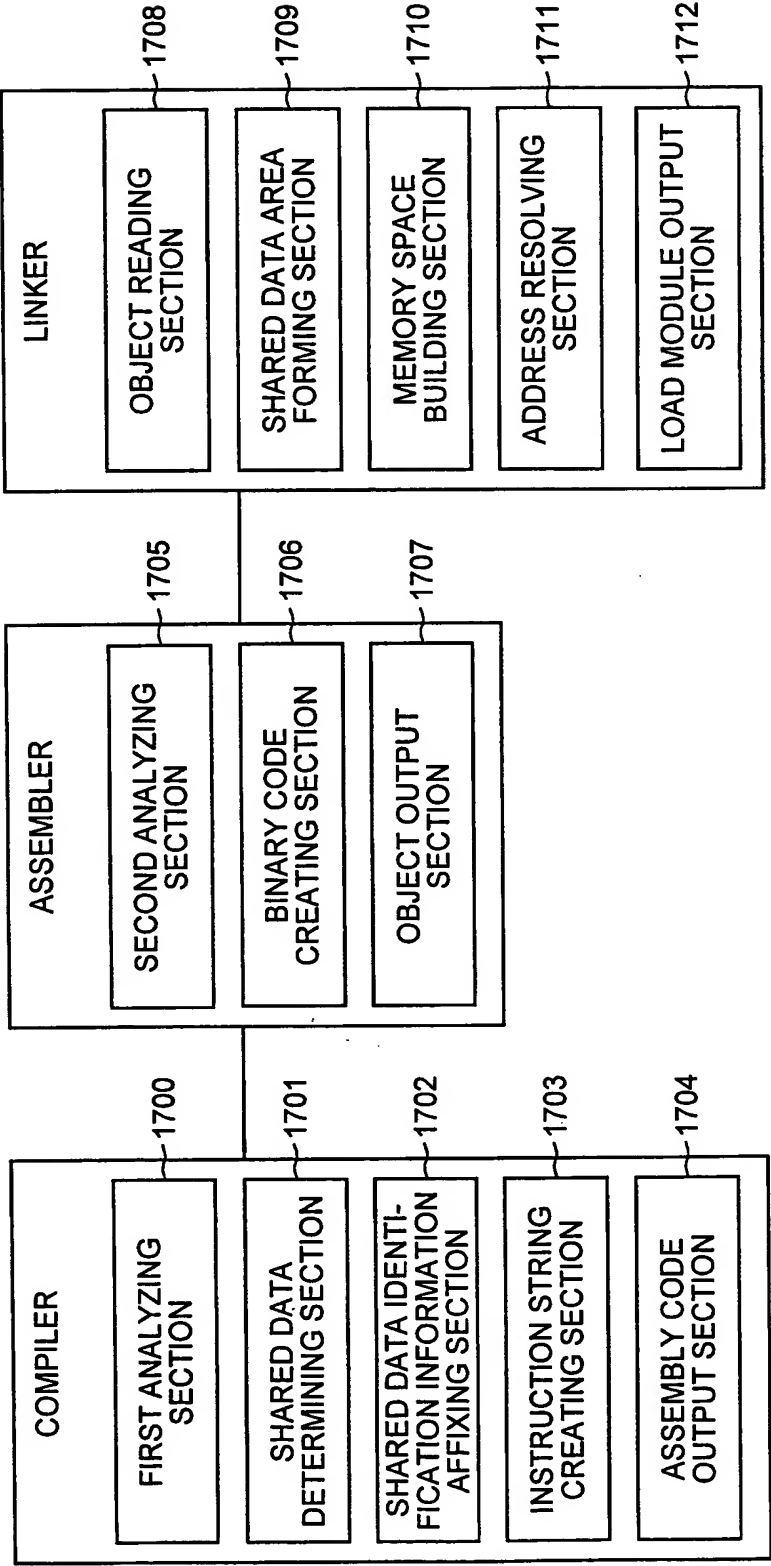


FIG.18

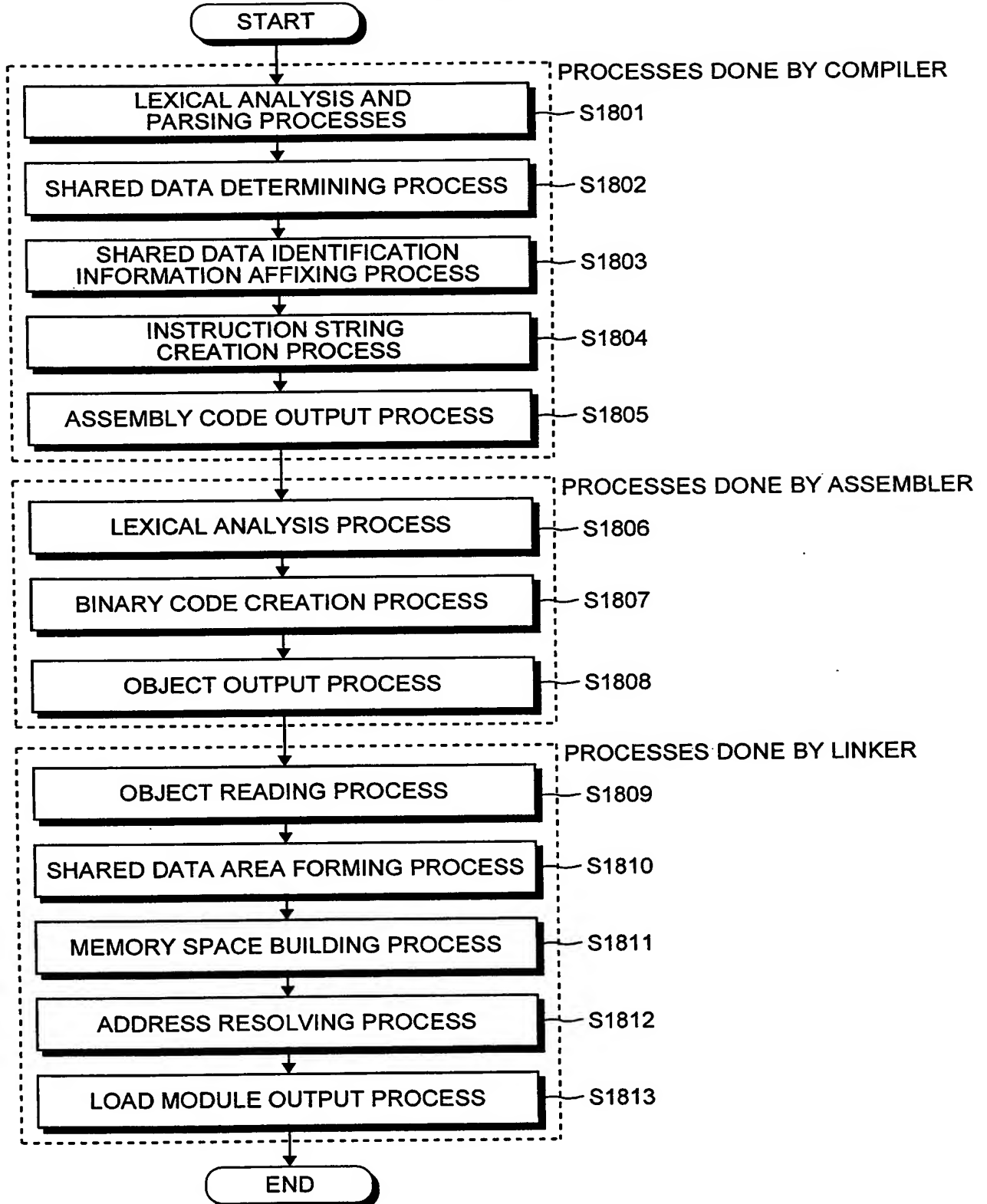




FIG.19

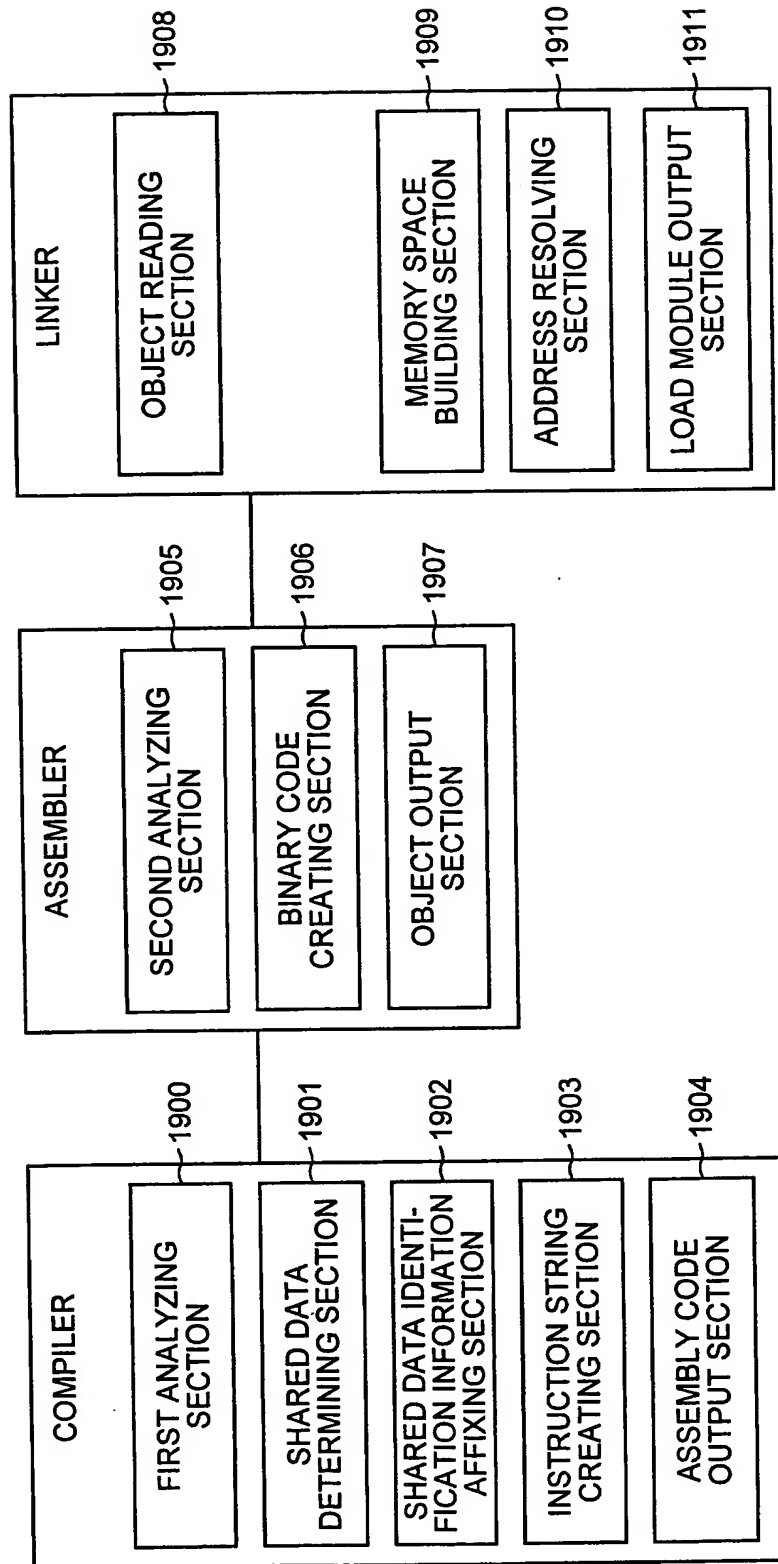


FIG.20

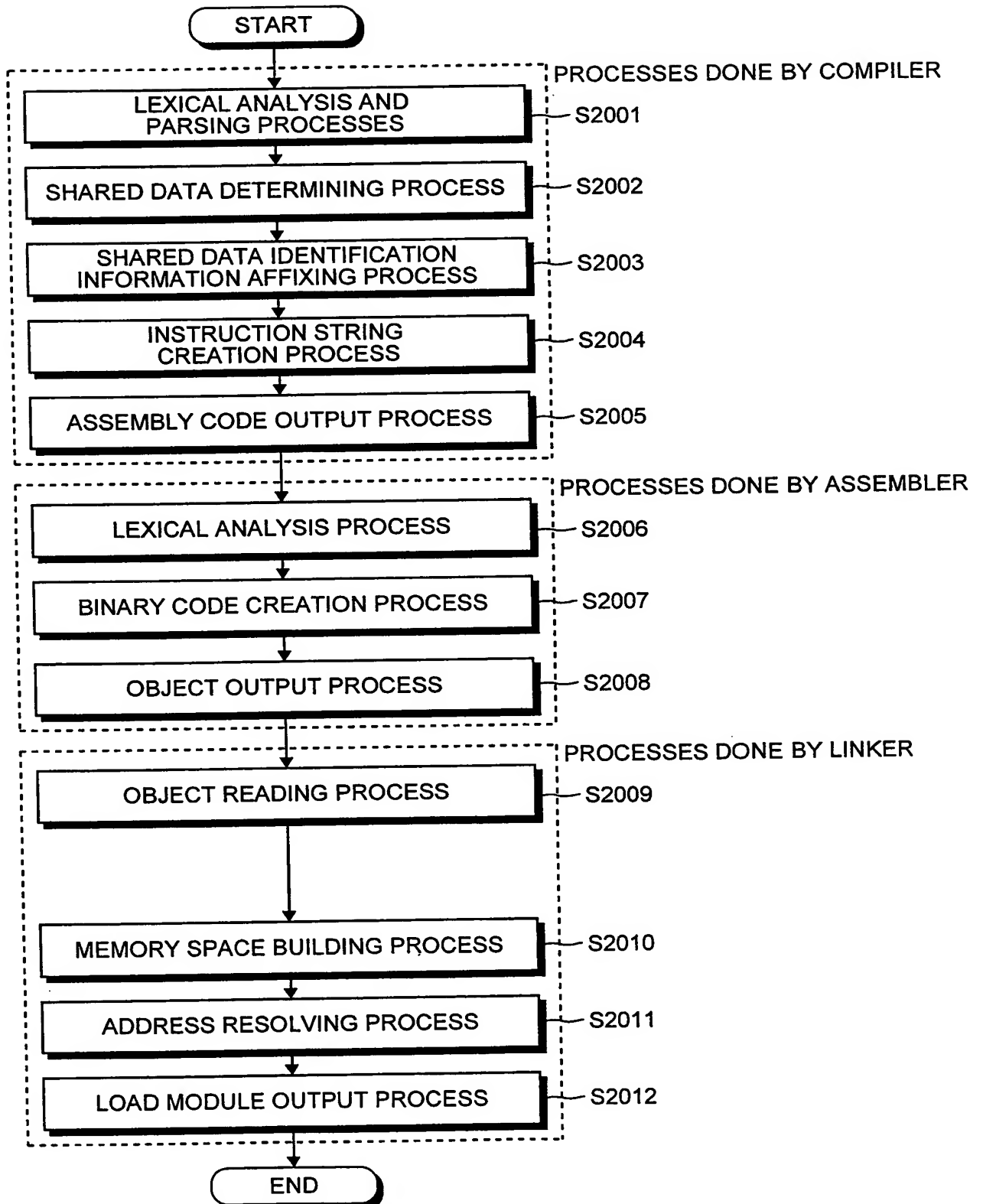


FIG.21

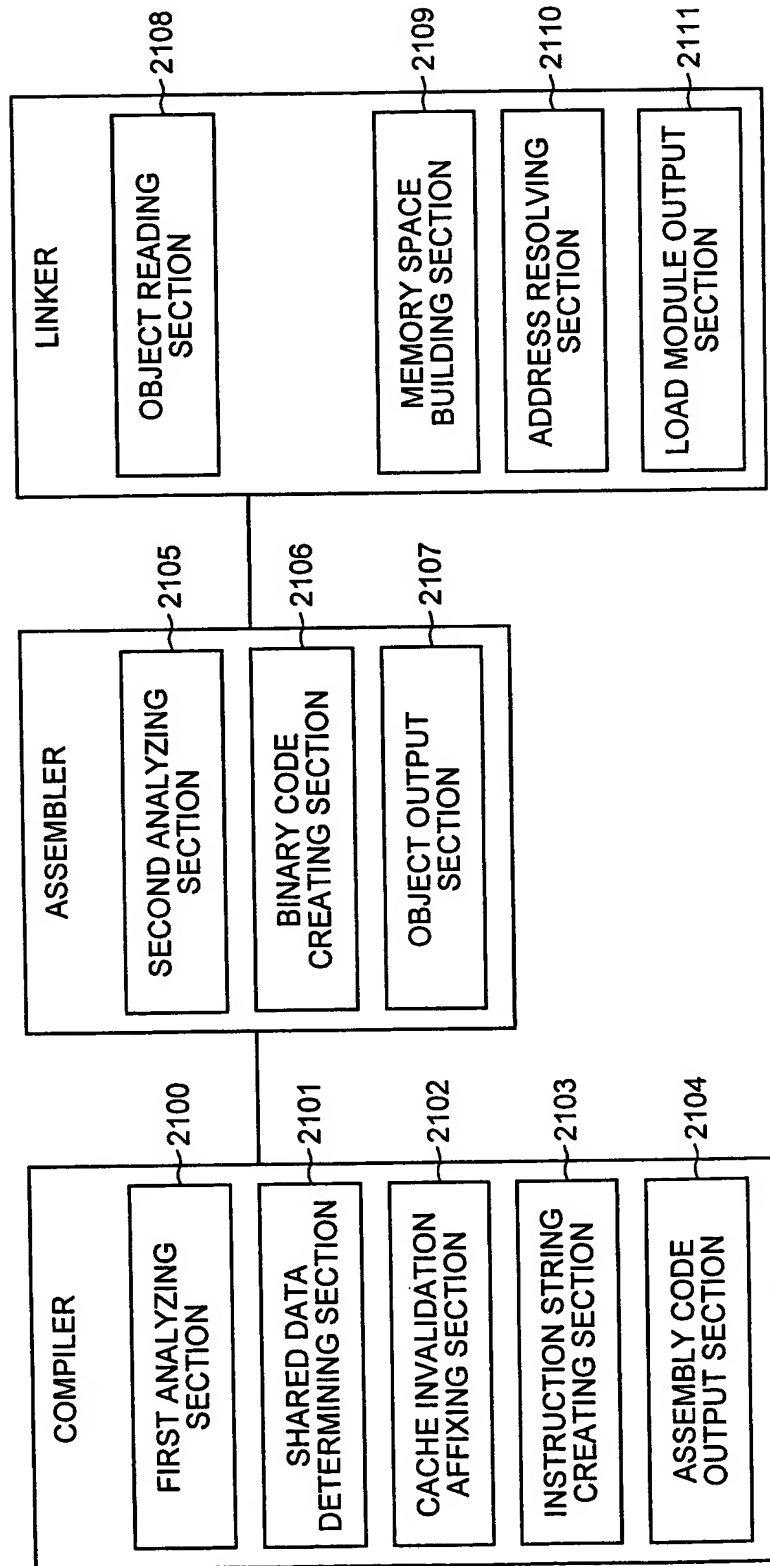


FIG.22

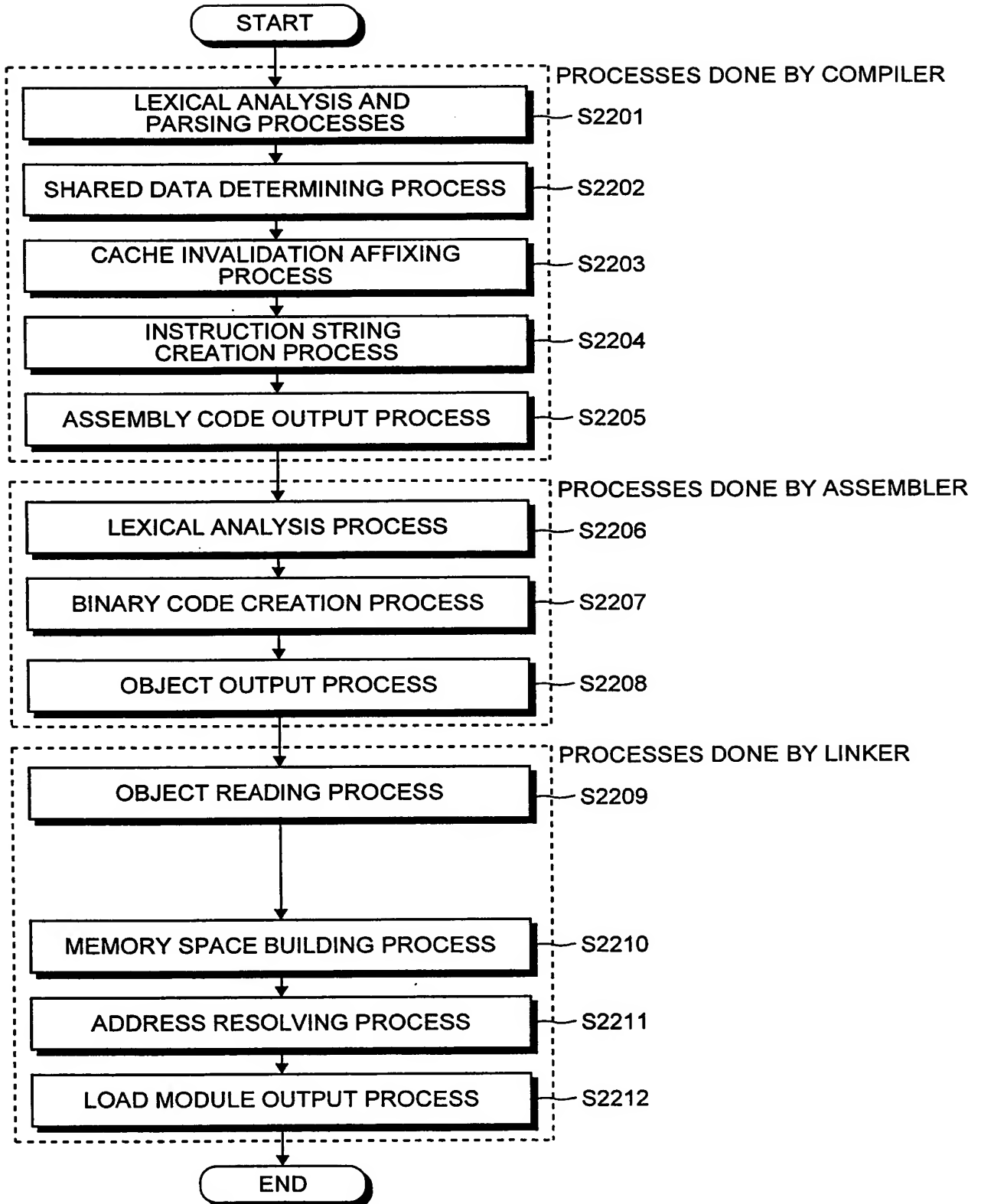


FIG.23

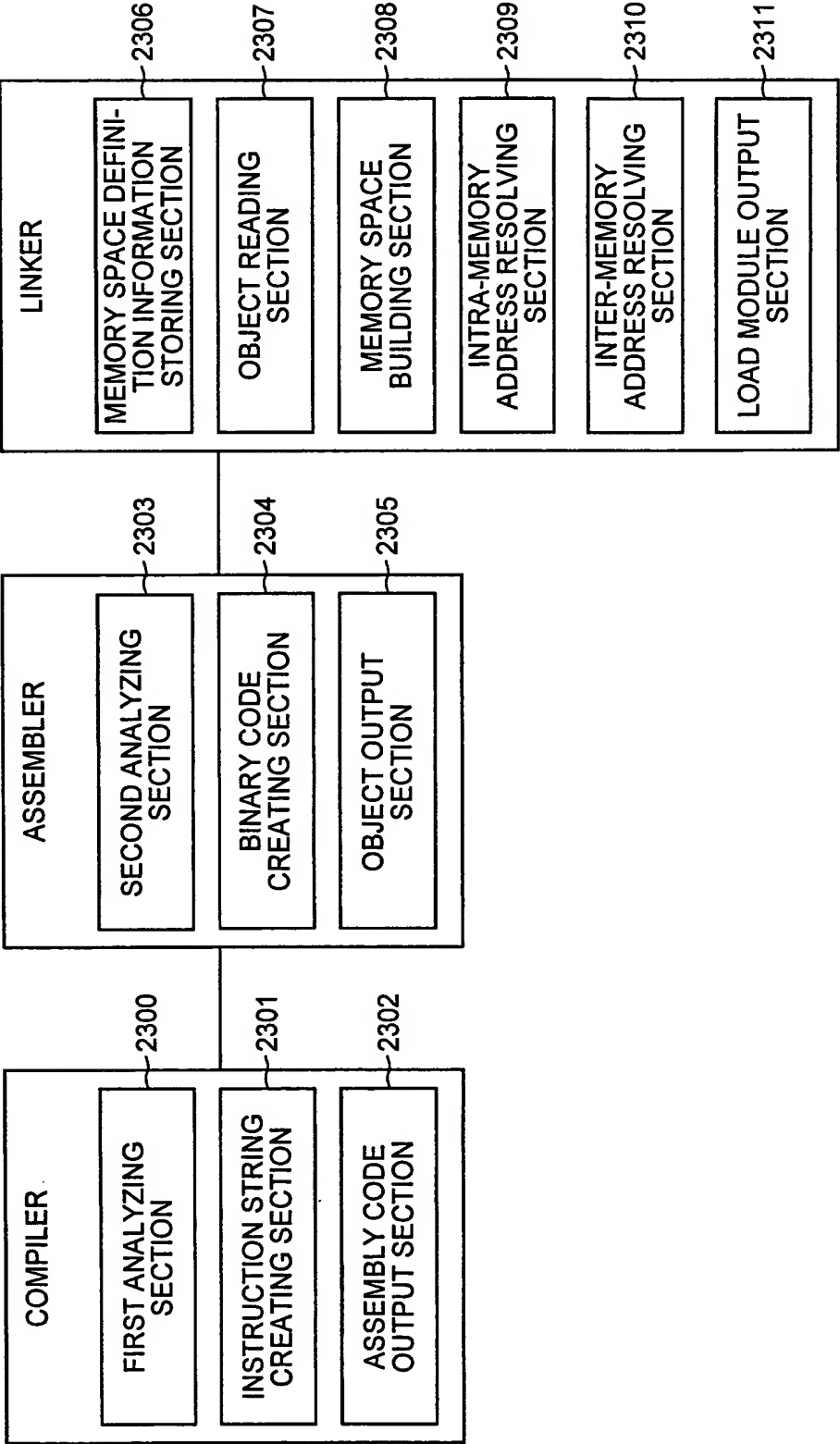


FIG.24

PE IDENTIFICATION	AREA NAME	STARTING ADDRESS	ENDING ADDRESS
PE #0	TEXT AREA	0x0000	0x0fff
	DATA AREA	0x1000	0x1fff
	SHARED DATA AREA #0	0x2000	0x2fff
	SHARED DATA AREA #1	0x3000	0x3fff
PE #1	TEXT AREA	0x0000	0x0fff
	DATA AREA	0x1000	0x1fff
	SHARED DATA AREA #1	0x2000	0x2fff

